

# Jinx

## "Jinny Ecks", Stage Magician, Hero

Brawling:	<b>Cm(0)(6)</b>	Reputation
Agility:	<b>Gd(+1)(10)</b>	· Mage War Refugees:
Strength:	<b>Cm(0)(6)</b>	<b>Gd(+1)(10)</b>
Endurance:	<b>Gd(+1)(10)</b>	· People of Earth:
Willpower:	<b>Ou(+3)(20)</b>	<b>Dr(-3)(1)</b>
Intelligence:	<b>Gr(+2)(15)</b>	Health Points: <b>32</b>
Perception:	<b>Gd(+1)(10)</b>	Story Points: <b>55</b>
Resourcefulness:	<b>Gd(+1)(10)</b>	Character Points: <b>2400</b>



## Powers

### Magic: **Dr(-3)(1)**

Jinx is a novice on the path of *Glyph Magic*. In this path, each spell is cast by drawing a specific glyph on the spell's target while concentrating on the condition, or set of conditions, that will set it off. Until that triggering condition is met, the spell stays dormant. Changes to light, sound, temperature, or time can all be used as triggers, as can the presence/removal of some general type of creature or object. It takes one turn to draw a glyph. Once a spell goes off, its glyph disappears.

- Glyphs drawn in the Mage's own blood tap *The Source Within* as they get triggered.
- Glyphs drawn in someone else's blood tap *The Source Purloined* as they get triggered.
- Glyphs drawn with any other materials tap *The Source Without* as they get triggered.
- Glyphs drawn with powdered gemstone chalk can be drawn in thin air or on moving water.

Jinny hasn't yet memorized any glyphs.

## Limitations

### Fugitive: **Gd**

Victors in the Susurrant Mage War, the Incandescent Order targets Ecks for her interference in their Earthly plans.

## Skills

**Acrobatics: (+1)** bonus when defending in combat.

**Escape Artist: (+1)** bonus to escape bindings.

**Knowledge:** Chinese Cooking, Persian Calligraphy, Susurrant Calligraphy.

**Language:** Chinese (Mandarin), English (UK), French (Northern), Persian (Classical), Susurrate.

**Profession:** Stage Magician.

**Slight of Hand: (+1)** bonus to Agility.

## Gear

### Carapace Glyph

Resource Cost: **Ph(+5)(40)**

- Armor: **Ex(+4)(30)**
- Protection from Energy Attacks: **Ex(+4)(30)**

A split-second before any attack makes contact with her skin, a translucent white shell will appear over the targeted area, reducing that attack by 30 points and four levels.

### Mobile Phone

Resource Cost: **Dr(-3)(1)**

- Signal Range: **Wk(-2)(2)**, 4 km (2.5 mi) to a cell tower; Requires a telecommunications network to function.

## Gear (Continued)

### Uncle Ernie's White Top Hat

Resource Cost: **Ph(+5)(40)**

- Material: **Ph(+5)(40)**, magically reinforced felt. The hat magically adjusts to fit any human-like head.
- Mimic: **Ou(+3)(20)**  
While wearing this hat, Jinx can make herself look, sound, and even smell like any person she's studied up close (**Dr** range). Jinny has studied enough people that she can also come up with generic disguises.
- Chameleon: **Ou(+3)(20)**  
With the hat on, Ecks can blend into any background.
- Protection from Strangers: **Ou(+3)(20)**  
The hat is now bonded to Jinx and will not work for anyone else unless she gives it as a gift or dies.

### Uncle Ernie's White Wand

Resource Cost: **Ph(+5)(40)**

- Material: **Ph(+5)(40)**, magically reinforced ebony. On mental command, it can change size to anything from the size of a pencil to that of a 3 m (9 ft) staff.
- Control Size: **Ou(+3)(20)**  
Anything pointed to within 400 m (1,200 ft) can be enlarged up to 40 m<sup>3</sup> (1,400 ft<sup>3</sup>) or get shrunk down to 10 cm<sup>3</sup> (42 in<sup>3</sup>). The change lasts from one sunrise to the next, or until reversed.
- Shapeshift: **Ou(+3)(20)**  
Any creature pointed to within 400 m (1,200 ft) can be turned into any other creature. The change lasts from one sunrise to the next, or until reversed.
- Protection from Strangers: **Ou(+3)(20)**  
The wand is now bonded to Jinny and will not work for anyone else unless she gives it as a gift or dies.

## Contacts

### The Midnight Cabaret

A traveling variety show run by a troupe of refugees from many different dimensions.

## Followers

### The Book of Glyphs, Sentient Spellbook, NPC

B	A	S	E	W	I	P	R	RP	HP	SP
Dr	Dr	Dr	Wo	Ex	Ex	Cm	Dr	Dr	103	67

**CP:** 2550

#### Powers

- Enhanced Hearing: **Gd**
- Enhanced Sight: **Gd**, in a full 360 degrees.
- Flight: **Wk**

#### Skills

- Knowledge: Arcana, Fiends, Glyph Magic.
- Language: Persian (Classical), Susurrate.

The Book of Glyphs started as a basic primer and catalog of glyphs. It became Uncle Ernie's field notes on evil extra-dimensional creatures, then a diary of his time on Earth, and is now Ecks' journal and textbook, which she and her brother Mojo use to study magic. This sentient book senses its surroundings, moves on its own, and knows to hide from strangers. The spellbook looks to be only 500 pages thick, but most of its pages are held in a pocket dimension just beyond the covers, and flip into this existence as they're needed. To find a subject, the reader asks a question, and the book flips to pages covering what it thinks the reader wants to know. If the reader wants to add to a topic, the book will create a new blank page.

## Description

### Appearance

Jinny "Jinx" Ecks is a slightly-more-than-human female in her late teens, who stands about 150 cm (4 ft 11 in) tall, weighs about 68 kg (150 lbs), and has a lithe, athletic build. Jinny styles her neon tangerine hair in asymmetrical avant-garde cuts and can't resist keeping on a bit of her stage makeup even when she's not performing, usually in the form of a tiny spade on her left cheek. The Carapace Glyph manifests as a red raised mark on her right shoulder. Unlike her chic stage costume, Ecks' street clothes are a motley mix of finds from bazars and flea markets.

Her human DNA has been altered by the presence of some alien genes entangled with her own, and Jinx's magical signature is nearly indistinguishable from that of a Susurrant native.

### Background

To most of the world, the Midnight Cabaret is a traveling variety show blending the US Vaudeville tradition with an old-fashioned circus sideshow, its ancient acts given new life through stylish theatrics. That's also what Jinny and her brother Morris grew up believing about their extended, chosen family of performers. As the only living relatives of "Ernesto El Magnifico", AKA Uncle Ernie, he taught them "all the noble human pursuits" along with the troupe's unique acrobatic style. He also trained them to one day take over his magic act as "Mojo & Jinx", promising to teach them something truly magical once their minds were ready for it. Unfortunately, that day never arrived. Instead, the day came when Morris and Jinny learned that their uncle's greatest illusion was his own life.

When the Midnight Cabaret worked Bangkok for the first time, Uncle Ernie went off exploring the way he always did in new towns. He usually came back from these outings a little worse for wear from yet another "bar fight", but always on time for the show. On this occasion he didn't, forcing Mojo & Jinx to cover for him with an impromptu premier. After the troupe took their bows, they all went out searching for Ernie. Ecks found him first, somehow impaled by his own collection of magic wands to the six-meter-high ceiling of a warehouse, with all his strange tattoos ... simply gone. When Morris and the others caught up, pulled down Ernie's body, and treated it to a truly alien funeral rite, their fellow performers shared with Morris and Jinny what their uncle had kept them from saying before.

What few outside the Midnight Cabaret realize is that nearly everyone in the show is a war refugee from some faraway magical realm, worlds overrun by evil. Despite leaving their conquered homes and taking human form, the enemies of these survivors sometimes send minions after them; perhaps to thwart future reprisals; perhaps to finish the job. The performers always look for signs of incursions by their old enemies as they travel around the troupe's new home. One among them, Uncle Ernie, did more than just look. He beat back would-be invaders to their adopted world at every opportunity. This former combat mage from the extra-dimensional realm of Susur wanted to ensure their enemies understood one fact: coming after them would always carry a high price.

The performers of the Midnight Cabaret do their best to learn all they can about humanity, contribute to human culture in their own way, and not let their troubles turn into humanity's problem. Unfortunately, an attack dealt against them years ago left a pair of human orphans which Ernie saved through a magical blood transfusion. Choosing to raise them as their "uncle", he told the children a story that wasn't far from the truth.

## Background (Continued)

Uncle Ernie spent the rest of his days giving Morris and Jinny lives which may have lacked in material wealth, but were rich in love and learning and the adventures of traveling with the Midnight Cabaret. After his death, he also left them a trunk full of very real, very dangerous magic from his old home in Susur: a pair of magic hats, his two remaining unbroken wands, and the Book of Glyphs. Ernie left no instructions beyond a small folded note for each of them. Ecks unfolded hers only to see a glyph fade away while his old shoulder tattoo reappeared —on her. Morris received a similar gift. In the days that followed, as Mojo & Jinx took their uncle's place in the show, they started to learn how all their heirlooms worked.

The final piece of their inheritance seems to have been Uncle Ernie's own sense of duty to others. They've both decided to take up his cause and protect the troupe from the machinations of their old enemies, among them the Incandescent Order of Susur, but to also take on any magical threat against innocent people. They know they're not prepared to fight their uncle's killer, but Jinny and her brother are learning magic in preparation for the day they cross paths.

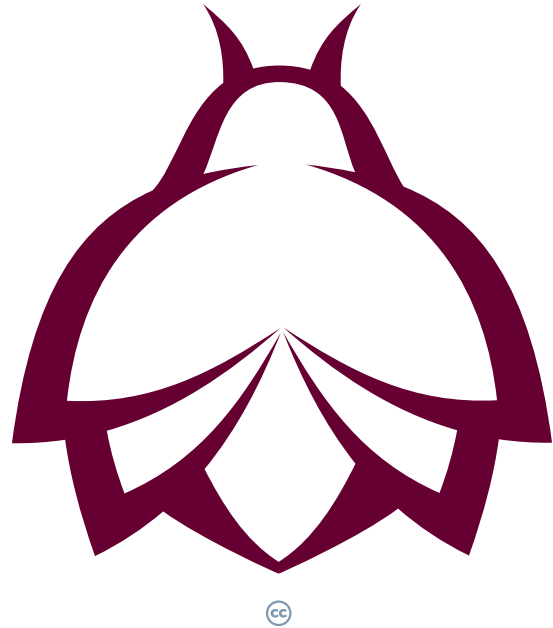
## Notes

**Home Base:** Mobile; She travels with the Midnight Cabaret.

**Story:** A Home of Our Own.

Jinx could fit into any urban fantasy, extra-dimensional horror, or "aliens among us" story. She could easily meet the heroes while running clandestine errands whenever the Midnight Cabaret comes to their town.

**Unused Character Points:** 207



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It should go without saying, but this work is part of a game, **Ten Thousand Worlds**, meant to make a rainy afternoon more enjoyable for you and a few friends. This is a game that requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is probably not for you.